

Sample Lesson

AUTHOR:

Kaye Miller; Lincoln City Jr. Academy, Lincoln City, OR

GRADE LEVEL/SUBJECT:

Appropriate for grades 2-8 (GLE 0206.2.3 Use efficient and accurate strategies to develop fluency with multi-digit addition and subtraction. This is one standard that the activity meets. The game meets others as well.)

OVERVIEW:

This activity provides review and drill in the format of a game for learning facts in subtraction and addition. Appeals to multi-level and multi-grade situations. The students get so caught up in the game they consider it an exciting challenge rather than a drill or review.

OBJECTIVE(s):

1. Practice addition and subtraction facts and processes. 2. Use accuracy in adding and subtracting. 3. Develop speed when adding and subtracting. 4. Understand the concepts of adding and subtracting.

STATE STANDARD:

All state standards grades 2-12 address addition and subtraction.

RESOURCES/MATERIALS:

1. A die 2. Lined paper 3. Pencil

ACTIVITIES AND PROCEDURES:

1. Draw on the board three parallel lines then two intersecting lines. Place a "+" or "-" sign next to the second parallel line. What you have made is a grid of empty boxes, with three boxes in each of the three rows. 2. Have the students copy this onto their papers. 3. Explain to the students that you are going to roll a die and the number that is rolled is to be placed into one of the squares in the top two rows. The bottom row is for the answer. The die will be rolled until the empty boxes in all the rows, except the bottom row, are filled. 4. They are then to work the problem. 5. The object of the game is to get the highest number if adding or the lowest number if subtracting. 6. While the students are putting their numbers onto their paper you are also playing by putting your numbers into the squares on the board. (I found this to help the slower students, and the quick students try to beat you.) 7. Then ask if anyone beat your answer. The

best answer is written on the board and anyone with that answer receives a point. 8. Create smaller or larger grids to adapt to your students level (Remediation or Enrichment)

TYING IT ALL TOGETHER:

This should be a group "fun" activity. Not only does it give them a relaxed environment to practice the skills they've learned but it gives you a chance to evaluate their progress.

CHECK PAPERS FOR:

1.Accuracy 2.Concepts learned 3.Speed

The author posted this lesson on the following website where there are other good lessons to see: <http://youth.net/cec/cecmath/cecmath.14.txt>